

= > IFW: Scan as Doc Code: SRNT < =
Doc Date:

TC 3700 Inventor Search Program

See attached inventor searches for applications and /or patents to help resolve questions of overlapping subject mater. These searches are provided an an initial examination aid: examiners should perform updated or expanded PALM or EAST inventors searches as appropriate.

Serial Number:

- 1) See attached printout of inventors listed in PALM**

- 2) See attached EAST Inventor Search
Printout shows Inventor search terms**

Day : Thursday
Date: 8/10/2006

Time: 15:29:57

 **PALM INTRANET**

Inventor Information for 10/676719

Inventor Name	City	State/Country
ESCALERA, ANTHONY	SPARKS	NEVADA
BRECKNER, ROBERT E.	RENO	NEVADA
SCHLOTTMANN, GREGORY A.	SPARKS	NEVADA
KRYUCHKOV, ALEXEY	RENO	NEVADA
ANTONOV, SERGE	ROSE BAY	AUSTRALIA
LEMAY, STEVEN G.	RENO	NEVADA

[Appln Info](#)[Contents](#)[Petition Info](#)[Atty/Agent Info](#)[Continuity/Reexam](#)[Foreign I](#)

Search Another: Application#

or Patent#

PCT / /

or PG PUBS #

Attorney Docket #

Bar Code #

To go back use Back button on your browser toolbar.

Back to [PALM](#) | [ASSIGNMENT](#) | [OASIS](#) | [Home page](#)

US 20010036866 A1	US-PGPUB	20011101	21	Standard peripheral communications	463/42	463/16	Stockdale, James et al.
US 20010046894 A1	US-PGPUB	20011129		KEY FOR A GAMING MACHINE AND METHOD OF USE THEREOF	463/29		LEMAY, STEVEN G. et al.
US 20020010018 A1	US-PGPUB	20020124	12	Bonusing apparatus and method for gaming system providing flexibility and interest	463/20		Lemay, Steven C. et al.
US 20020107067 A1	US-PGPUB	20020808	22	Slot reel controller as a peripheral device	463/20		McGlone, James T. et al.
US 20020144115 A1	US-PGPUB	20021003		Method and apparatus for downloading peripheral code	713/168	380/251	Lemay, Steven et al.
US 20020155887 A1	US-PGPUB	20021024	29	Universal player tracking system	463/29		Criss-Puszkiewicz, Cynthia et al.
US 20020165023 A1	US-PGPUB	20021107		Open architecture communications in a gaming network	463/29		Brosnan, William R. et al.
US 20020187830 A1	US-PGPUB	20021212		Standard peripheral communication	463/29		Stockdale, James et al.
US 20020188940 A1	US-PGPUB	20021212		Method and apparatus for gaming device software configuration	717/175	717/172; 717/177	Breckner, Robert et al.
US 20030017865 A1	US-PGPUB	20030123		Gaming method and gaming apparatus with in-game player stimulation	463/16		Beaulieu, Nicole et al.
US 20030032479 A1	US-PGPUB	20030213		Virtual cameras and 3-D gaming environments in a gaming machine	463/32		LeMay, Steven G. et al.
US 20030032485 A1	US-PGPUB	20030213		Process verification	463/43		Cockerille, Warner et al.
US 20030054880	US-PGPUB	20030320		USB device protocol	463/29		Lam, Rex

A1				for a gaming machine			Yinzok et al.
US 20030060280 A1	US-PGPUB	20030327		Gaming machine including security data collection device	463/29		Oles, David Matthew et al.
US 20030064801 A1	US-PGPUB	20030403		Decoupling of the graphical presentation of a game from the presentation logic	463/30		Breckner, Robert E. et al.
US 20030078103 A1	US-PGPUB	20030424		Game development architecture that decouples the game logic from the graphics logic	463/43		LeMay, Steven G. et al.
US 20030130026 A1	US-PGPUB	20030710		Modular tilt handling system	463/20	463/25; 463/29; 463/42	Breckner, Robert E. et al.
US 20030162588 A1	US-PGPUB	20030828		Wins of restricted credits in a gaming machine	463/25		Brosnan, William R. et al.
US 20030176213 A1	US-PGPUB	20030918		Virtual gaming peripherals for a gaming machine	463/20		LeMay, Steven G. et al.
US 20030176218 A1	US-PGPUB	20030918		Room key based in-room player tracking	463/25		LeMay, Steven G. et al.
US 20030186734 A1	US-PGPUB	20031002		Gaming machine including a lottery ticket dispenser	463/16		LeMay, Steven G. et al.
US 20030199320 A1	US-PGPUB	20031023		Electronic prize fulfillment through intermediate devices	463/42		Nguyen, Binh et al.
US 20030216172 A1	US-PGPUB	20031120		Method and apparatus for software authentication	463/29		LeMay, Steven G. et al.
US 20030225356 A1	US-PGPUB	20031204		Composition for cushions, wound dressings and other skin-contacting products	602/54		Kulichikhin, Valery G. et al.
US 20030236110 A1	US-PGPUB	20031225		Elimination games for gaming machines	463/1		Beaulieu, Nicole M. et al.

US 20040002380 A1	US-PGPUB	20040101		Trajectory-based 3-D games of chance for video gaming machines	463/32		Brosnan, William R. et al.
US 20040048661 A1	US-PGPUB	20040311		Gaming machine including security data collection device	463/29		Oles, David Matthew et al.
US 20040053682 A1	US-PGPUB	20040318		Method of using a rule based script to describe gaming machine payout	463/25		Nelson, Dwayne R. et al.
US 20040063495 A1	US-PGPUB	20040401		EPROM file system in a gaming apparatus	463/42		LeMay, Steven G. et al.
US 20040068654 A1	US-PGPUB	20040408		Process verification	713/168	463/43	Cockerville, Warner et al.
US 20040072619 A1	US-PGPUB	20040415		Parallel games on a gaming device	463/42		Brosnan, William J. et al.
US 20040077401 A1	US-PGPUB	20040422		Displaying paylines on a gaming machine	463/20	463/30	Schlottmann, Gregory A.
US 20040077402 A1	US-PGPUB	20040422		Payline curves on a gaming machine	463/20		Schlottmann, Gregory A.
US 20040077404 A1	US-PGPUB	20040422		Transparent objects on a gaming machine	463/30		Schlottmann, Gregory A. et al.
US 20040092310 A1	US-PGPUB	20040513		Identifying message senders	463/42		Brosnan, William et al.
US 20040102244 A1	US-PGPUB	20040527		3-D reels and 3-D wheels in a gaming machine	463/32		Kryuchkov, Alexey et al.
US 20040102245 A1	US-PGPUB	20040527		3-D text in a gaming machine	463/32	463/16	Escalera, Anthony et al.
US 20040132532 A1	US-PGPUB	20040708		Open architecture communications in a gaming network	463/42		Brosnan, William R. et al.
US 20040147314 A1	US-PGPUB	20040729		Frame capture of actual game play	463/30		LeMay, Steven G. et al.
US 20040166917 A1	US-PGPUB	20040826		USB light controller for controlling a display on a light	463/16		Lam, Rex et al.

				device in a gaming unit			
US 20040166931 A1	US-PGPUB	20040826		Universal player tracking system	463/29		Criss-Puszkiewicz, Cynthia et al.
US 20040166932 A1	US-PGPUB	20040826		Method and apparatus for controlling a display on a light device in a gaming unit	463/30		Lam, Rex et al.
US 20040235558 A1	US-PGPUB	20041125		Gaming method and gaming apparatus with in-game player stimulation	463/20		Beaulieu, Nicole et al.
US 20040254006 A1	US-PGPUB	20041216		USB software architecture in a gaming machine	463/16		Lam, Rex Yinzok et al.
US 20040254013 A1	US-PGPUB	20041216		Download procedures for peripheral devices	463/29		Quraishi, Nadeem Ahmad et al.
US 20040254014 A1	US-PGPUB	20041216		Protocols and standards for USB peripheral communications	463/29		Quraishi, Nadeem Ahmad et al.
US 20050010738 A1	US-PGPUB	20050113		High performance battery backed ram interface	711/170	463/1	Stockdale, James W. et al.
US 20050026669 A1	US-PGPUB	20050203		System and method of providing an instant bonus for a gaming apparatus	463/16		Nelson, Dwayne et al.
US 20050059453 A1	US-PGPUB	20050317		Gaming apparatus software employing a script file	463/16		Benbrahim, Jamal et al.
US 20050075167 A1	US-PGPUB	20050407		Game interaction in 3-D gaming environments	463/32		Beaulieu, Nicole M. et al.
US 20050096125 A1	US-PGPUB	20050505		Play per view	463/25		LeMay, Steven G. et al.
US 20050153776 A1	US-PGPUB	20050714		Virtual glass for a gaming machine	463/30		LeMay, Steven G. et al.
US 20050153778 A1	US-PGPUB	20050714		Methods and apparatus for	463/42		Nelson, Dwayne et

				gaming data downloading			al.
US 20050192092 A1	US-PGPUB	20050901		Decoupling of the graphical presentation of a game from the presentation logic	463/31		Breckner, Robert E. et al.
US 20050233799 A1	US-PGPUB	20051020		Virtual cameras and 3-D gaming environments in a gaming machine	463/20		LeMay, Steven G. et al.
US 20060034905 A1	US-PGPUB	20060216		Adhesive composition	424/449	424/455	Singh; Parminder et al.
US 20060035713 A1	US-PGPUB	20060216		Gaming machine update and mass storage management	463/42		Cockerville; Warner et al.
US 20060068920 A1	US-PGPUB	20060330		Gaming machines and systems having peripheral code downloading capabilities	463/42		Lemay; Steven et al.
US 20060073869 A1	US-PGPUB	20060406		Virtual gaming peripherals for a gaming machine	463/16		LeMay; Steven G. et al.
US 20060080175 A1	US-PGPUB	20060413		Player scoring for customizing a game of chance on a gaming machine	705/14	463/16; 463/21	Rowe; Richard E. et al.
US 20060084488 A1	US-PGPUB	20060420		Bonusing digital media	463/16	463/30; 463/35	Kinsley; Michael et al.
US 20060116208 A1	US-PGPUB	20060601	32	Universal operating system to hardware platform interface for gaming machines	463/43		Chen; Xuedong et al.
US 20060154729 A1	US-PGPUB	20060713		Play per view	463/42	463/16; 463/41; 463/46	LeMay; Steven G. et al.
US 20060163475 A1	US-PGPUB	20060727		TFT array inspecting apparatus	250/310		Choi; Ho Seok et al.
US 20060178188 A1	US-PGPUB	20060810	24	Frame capture of actual game play	463/16	463/20; 463/31	LeMay; Steven G. et al.
US 4086366 A	USPAT	19780425		Production of vodka	426/14	426/41; 426/422;	Antonov; Sergei

						426/494; 426/60	Fedorovich et al.
US 5277271 A	USPAT	19940111		Fire escape apparatus	182/73	182/237	Lemay; Steven D.
US 6251014 B1	USPAT	20010626		Standard peripheral communication	463/16	463/29	Stockdale; James et al.
US 6394900 B1	USPAT	20020528		Slot reel peripheral device with a peripheral controller therein	463/20	273/142R; 463/16; 463/21; 463/22; 463/47	McGlone; James T. et al.
US 6439996 B2	USPAT	20020827		Key for a gaming machine and method of use thereof	463/29		LeMay; Steven G. et al.
US 6443839 B1	USPAT	20020903		Standard peripheral communications	463/16	463/29	Stockdale; James et al.
US 6468156 B1	USPAT	20021022		Maximum bonus pay schedule method and apparatus for a gaming machine	463/25	463/20; 463/21; 463/26	Hughs- Baird; Andrea C. et al.
US 6503147 B1	USPAT	20030107		Standard peripheral communication	463/29	463/36	Stockdale; James et al.
US 6641484 B2	USPAT	20031104		Gaming machine including security data collection device	463/47		Oles; David Matthew et al.
US 6645073 B2	USPAT	20031111		Bonusing apparatus and method for gaming system providing flexibility and interest	463/20	273/138.1; 273/143R; 463/21	Lemay; Steven C. et al.
US 6656040 B1	USPAT	20031202		Parallel games on a gaming device	463/16	273/121B; 463/17; 463/18; 463/19; 463/20; 463/25	Brosnan; William J. et al.
US 6682423 B2	USPAT	20040127		Open architecture communications in a gaming network	463/29	463/16; 463/20; 463/21; 463/42	Brosnan; William R. et al.
US 6685567 B2	USPAT	20040203		Process verification	463/43	463/16; 463/22; 463/29; 709/213; 709/219	Cockerille; Warner et al.

US 6722985 B2	USPAT	20040420		Universal player tracking system	463/29	273/148B; 273/148R; 463/46	Criss-Puszkiewicz; Cynthia et al.
US 6802778 B1	USPAT	20041012		Gaming apparatus and method with operator-configurable paytables	463/42	463/16; 463/25	Lemay; Steven G et al.
US 6804763 B1	USPAT	20041012		High performance battery backed ram interface	711/170	463/24; 463/25; 463/29; 463/36; 463/42; 463/43; 711/165	Stockdale; James W. et al.
US 6863608 B1	USPAT	20050308		Frame buffer capture of actual game play	463/24	463/20; 463/29	LeMay; Steven G. et al.
US 6887157 B2	USPAT	20050503		Virtual cameras and 3-D gaming environments in a gaming machine	463/32	463/16	LeMay; Steven G. et al.
US 6890259 B2	USPAT	20050510		Modular tilt handling system	463/29	463/16; 463/20; 463/40; 463/41; 463/42	Breckner; Robert E. et al.
US 6899627 B2	USPAT	20050531		USB device protocol for a gaming machine	463/40	463/16; 463/42	Lam; Rex Yinzok et al.
US 6902481 B2	USPAT	20050607		Decoupling of the graphical presentation of a game from the presentation logic	463/30	463/1	Breckner; Robert E. et al.
US 6942574 B1	USPAT	20050913		Method and apparatus for providing entertainment content on a gaming machine	463/41		LeMay; Steven G. et al.
US 6979266 B2	USPAT	20051227		Method and apparatus for downloading peripheral code	463/40	463/29	Lemay; Steven et al.

US 6997803 B2	USPAT	20060214		Virtual gaming peripherals for a gaming machine	463/20		LeMay; Steven G. et al.
US 7063617 B2	USPAT	20060620		Wins of restricted credits in a gaming machine	463/25	463/42	Brosnan; William R. et al.